Pathfinder Roleplaying Game — Character Sheet

Character Name	Alignment	Player
Silas Mereswin	CN	Temereru

Character Level	Deity	Homeland
3		

Race	Size	Gender	Age	Height	Weight	Hair	Eyes
half ebb							

Ability Name	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
STR Strength	20	5		
DEX Dexterity	14	2		
CON Constitution	13	1		
INT Intelligence	12	1		
WIS Wisdom	11	0		
CHA Charisma	14	2		

HP (Hit Points) — Total: 19 — DR:

Wounds/Current HP: 19

Nonlethal Damage:

Initiative Modifier: 4 = 2 (Dex Modifier) + 2 (Misc Modifier)

AC (Armor Class): 18 = 10 + 5 (Armor Bonus) + (Shield Bonus) + 2 (Dex Modifier) + (Size Modifier) + 1 (Natural Armor) + (Deflection Modifier) + (Misc Modifier)

Touch Armor Class: 12 — **Flat-Footed** Armor Class: 16 — Modifiers:

Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier
Fortitude (Constitution)	2	1	1			
Reflex (Dexterity)	3	1	2			
Will (Wisdom)	3	3				

Modifiers:

Base Attack Bonus: 2 — **Spell Resistance**:

CMB: 7 = 2 (Base Attack Bonus) + 5 (Strength Modifier) + (Size Modifier) — Modifiers:

CMD: 19 = 2 (Base Attack Bonus) + 5 (Strength Modifier) + 2 (Dexterity Modifier) + (Size Modifier) + 10

Weapon	Attack Bonus	Critical	Type	Range	Ammunition	Damage
Lance		20,x3	P	Reach		1d8 (x2 if charge)

Speed Land: 30 ft. (Base Speed) sq. — 20 ft. (With Armor) sq.

Fly ft. — Maneuverability — Swim ft. — Climb ft. — Burrow ft.

Temp Modifiers:

Skills

Skill Names	Total Bonus		Ability Mod.		Ranks		Misc. Mod.
☐ Acrobatics		=Dex		+		+	
☐ Appraise		=Int		+		+	
☑ Bluff	8	=Cha	2	+	3	+	3
☐ Climb		=Str		+		+	
☐ Craft		=Int		+		+	
☐ Craft		=Int		+		+	
☐ Craft		=Int		+		+	
☐ Diplomacy		=Cha		+		+	
☐ Disable Device*		=Dex		+		+	
☑ Disguise	8	=Cha	2	+	3	+	3
☐ Escape Artist		=Dex		+		+	
☑ Fly		=Dex		+		+	
☑ Handle Animal*		=Cha		+		+	
☐ Heal		=Wis		+		+	
☐ Intimidate		=Cha		+		+	
☐ Knowledge (arcana)*		=Int		+		+	
☐ Knowledge (dungeoneering)*		=Int		+		+	
☐ Knowledge (engineering)*		=Int		+		+	
☐ Knowledge (geography)*		=Int		+		+	
☐ Knowledge (history)*		=Int		+		+	
☐ Knowledge (local)*		=Int		+		+	
☐ Knowledge (nature)*		=Int		+		+	
☐ Knowledge (nobility)*		=Int		+		+	
☐ Knowledge (planes)*		=Int		+		+	
☐ Knowledge (religion)*		=Int		+		+	
☐ Linguistics*		=Int		+		+	
☐ Perception		=Wis		+		+	
☐ Perform		=Cha		+		+	
☐ Perform		=Cha		+		+	
☐ Profession*		=Wis		+		+	
☐ Profession*		=Wis		+		+	
☑ Ride	7	=Dex	2	+	3	+	3
☐ Sense Motive		=Wis		+		+	
☐ Sleight of Hand*		=Dex		+		+	
☐ Spellcraft*		=Int		+		+	
☐ Stealth		=Dex		+		+	
☐ Survival		=Wis		+		+	
☐ Swim		=Str		+		+	
☐ Use Magic Device*		=Cha		+		+	

☑ Class Skill * Trained Only

Conditional Modifiers:

Languages:
Common, Ebbith

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AC ITEMS

	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
Scale Mail	5	Moderate	-4	25	30	
TOTALS						

GEAR

ITEM	WT.
Potion of cure light wounds	
+1 longsword	
TOTAL WEIGHT	

LIGHT LOAD		LIFT OVER HEAD	
MEDIUM LOAD		LIFT OFF GROUND	
HEAVY LOAD		DRAG OR PUSH	

MONEY

CP

SP

GP 362

PP

FEATS

Armor Proficiency (Medium)

Extra Evolution

Power Attack

SPECIAL ABILITIES

Reactionary (+2 init)

Low light vision

Ebbian glow

Ancestral Arms (Lance)

Second Chance

Bond Senses (3 rounds)

EXPERIENCE POINTS

NEXT LEVEL

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
6		0		—
4		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0

Daze

Detect Magic

Read Magic

Resistance

Message

Mending

1ST

Enlarge Person

Mage Armor

Grease

Rejuvenate eidolon

2ND

3RD

4TH

5TH

6TH

7TH

8TH

9TH

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